



INSTRUCTION MANUAL

• 2063 • DEADMAN WALKING • AFTERGLOW • HARD RESET •



INSTRUCTION MANUAL

CONTENTS

INSTALLATION.....	2
STANDALONE INSTALLATION.....	2
THE WORLD OF ASHES 2063.....	3
MUTATIONS & ANOMALIES.....	4
SCAVENGERS.....	5
THE WASTELAND.....	5
PLAYING THE GAME.....	6
THE MAIN MENU.....	6
THE JOURNAL.....	7
IN-GAME DISPLAY.....	8
MOVEMENT.....	10
VEHICLES.....	11
WEAPONS.....	12
SPECIAL ITEMS.....	16
THE ENVIRONMENT.....	17
INTERACTABLE OBJECTS.....	17
INHABITANTS AND ENEMIES.....	18
HARD RESET EXPANSION.....	21
CREDITS.....	29
FINAL TIPS & NOTES.....	30





INSTALLATION

COMBINED STANDALONE DOWNLOAD

The combined standalone download contains everything you need to play Ashes 2063. Simply double-click the batch files inside and your chosen episode will run.

Ashes 2063 runs on the Gzdoom source port. The following are the recommended system requirements for a more enjoyable experience:

MINIMUM SETUP:

- A processor that supports SSE, with Windows Vista or later
- Any GPU that can support OpenGL 3.3 or later
- At least 2 GB of RAM

RECOMMENDED SETUP:

- Quad core 2.4GHz 64-bit processor with an updated 64-bit operating system
- A dedicated GPU from 2012 or later, or integrated from 2016 or later (One that supports Vulkan would be recommended)
- At least 6 GB of RAM

If you are still suffering from poor performance, you can try the following options, all available through the main menu in-game:

- * Set Fog Mode to OFF in Hardware Rendering Options
- * Set Precache GL Textures to ON in Texture Options
- * Make sure Light Shadowmaps Quality is at it's lowest, found in Dynamic Lights.
- * Set Number of Particles to lowest, Classic Transparency is Vanilla (Forced) and Rocket Trails is OFF in Display Options.
- * In Video Mode, set Scale Factor as low as possible.

STANDALONE .PK3 INSTALLATION

.PK3 files can be run simply by dropping them directly onto Gzdoom.exe, making sure you use DOOM2.WAD or FREEDOOM2.WAD as a base resource. It is also recommended that you use a launcher, such as ZDL, for multiple mods. Please see GZDOOM and ZDL documentation for more info.





THE WORLD OF ASHES 2063

1988 - The Soviet Union, long a world power, begins to collapse. Many regions push for independence or collapse into violence and civil war. Meanwhile, the concept of the World Wide Web, a global communications hub for the nascent internet, is being discussed. Global warming is being examined as a possible cause for unpredictable weather patterns which have been noticeable for the last few years.

1989 - Talks begin on the opening of the Berlin Wall. The US President at the time is unable to attend as he is called into an urgent meeting with many prominent scientific and military experts for undisclosed reasons. Tensions mount in the American population and media as increasing domestic violence and rioting is greeted with silence.

1989 to 1992 - At an unknown point within this period, an unknown aggressor launches multiple nuclear strikes on major population centers in the United States, as well as simultaneous strikes on a handful of international targets, mostly large cities. A large fraction of the population is directed to pre-established Safe Zones, but fallout, mass panic and poor communication results in the loss of millions of lives.

Some rural communities are able to shelter from the effects of the bombs but larger communities rapidly succumb to violence or starvation as national infrastructure completely breaks down.

All contact with the rest of the world ceases as telephone lines and long range radio fails to function, believed to be a consequence of electro-magnetic pulse effects.

2063 (present day) - Only a small fraction of the population remain, mostly living in sparse pockets of small communities. Larger settlements are short-lived, often being attacked by bandits, formerly human mutant cannibals or a variety of horrific beasts. All pretense of any kind of civilization is seemingly absent. The countryside between settled areas is often heavily irradiated or otherwise impassable due to rubble or roving gangs, who constantly war against each other and any settlements they encounter. No contact of any kind has been reported with the rest of the world for the last 70 years...





MUTATION AND ANOMALIES

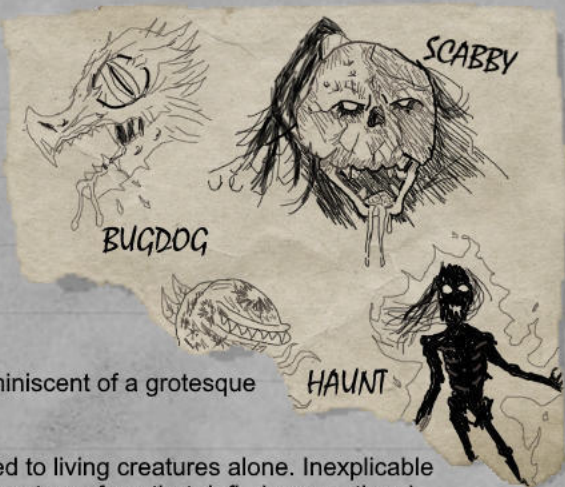
In the aftermath of the nuclear cataclysm, the fallout manifested in unsettling transformations among both human and animal populations.

Disturbing aberrations emerged - terrifying monsters with distorted physiologies, their bodies warped by the lingering poison of the bombs. Limbs multiplied, skin and fur took on unnatural color.

Most life became unrecognizable, reminiscent of a grotesque fusion of nightmares and reality.

Yet this metamorphosis wasn't confined to living creatures alone. Inexplicable occurrences across the land itself began to surface that defied conventional understanding. The earth was wracked by great storms that pulled radioactive dust into gigantic cyclones. Spectral lights danced across the sky. The earth tore and stretched as if pulled apart by unseen hands. The very fabric of reality seemed to fray at the edges.

Scientific understanding eludes those grappling with the aftermath, giving way to superstition and barbarism in the wake of humanity's self-inflicted devastation.





SCAVENGERS

Most communities in the post-collapse United States rely on individuals who are prepared to brave the horrors of the ruined once-was for supplies and tools that can no longer be easily manufactured. Almost invariably mutants, these scavengers must contend not only with residual radiation hotspots and hostile wildlife, but also chemical waste, unstable structures and toxic fumes. Shunned by many for their lifestyle, alarming appearance and unpredictable natures, and often working alone due to hostility bred by greed or paranoia, it is often a hard and short life.

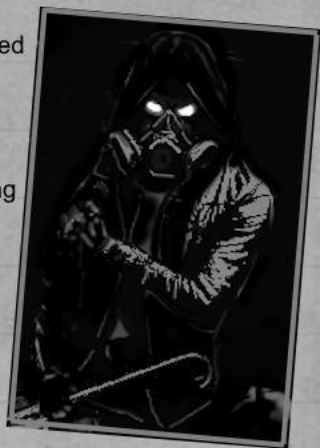
Without them, the last vestiges of humanity would starve.

Tip - if you want to live long, try to find a good gas mask!



THE WASTELAND

Little remains of the former glory of the old world. Scientific progress or any kind of organized renewal is stagnant, as settlements rarely grow large enough to accommodate any kind of life other than threadbare survival. Large tracts of formerly green plains or woodland are uninhabitable or reduced to desert. In the coastal regions, many cities that were not reduced to irradiated ruins have been left drowned by rising sea levels. Long range communication is limited to roving trade caravans, who brave the wasteland between settlements in order to provide resources to those regions in which it is scarce. A lack of clean drinking water or viable farmland mean that most communities are in short supply of a great deal indeed.



Radios, firearms and a few other examples of technology still exist in a limited fashion, although as spare parts and consumables such as batteries become increasingly rare many are reduced to savagery in order to survive. Motor transport is exceedingly rare, with very little fuel remaining at all. As such, the most common profession now is banditry, although even people such as these are increasingly forced to battle amongst each other.

There is little to hope for in these times.





PLAYING THE GAME

Ashes 2063 is a post-apocalyptic first-person shooter set in a dying world. As a scavenger, you must use your wits and skills to defeat enemies, seek out valuable resources and deal with the other inhabitants of the wasteland by whatever means are available. There will be times where your agility and firepower will be necessary to defeat the challenges before you. At other times carefully conserving your resources, finding secret stashes of valuables, trading for better equipment and even using stealth will be the optimal solution. It is up to you to find the best way to progress.



THE MAIN MENU



All of the options for customizing your controls, choosing your user interface appearance, and setting up the game to best suit your system are available in the "config" menu.

Pay particular attention to the following interface controls:

- | | | | |
|-------------------|-----------------|----------------|---------------------|
| *ALTFIRE | *CROUCH | *JUMP | *LANTERN/FLASHLIGHT |
| *BOOT KNIFE/PUNCH | *JOURNAL | *ACTIVATE ITEM | |
| *CYCLE ITEMS | *TOGGLE AUTOMAP | | |

Ashes 2063 has many situations where you will need to use all the tools available to you to progress, so make sure the above (as well as your ATTACK, INTERACT and MOVEMENT) controls are bound to a button or key that is easily accessible.

Tip - Some of these will differ depending on what episode or expansion you are playing.



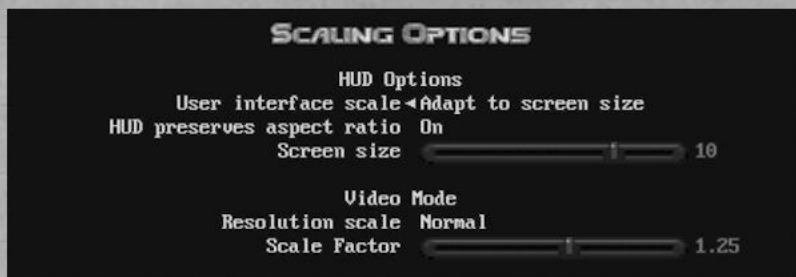


THE JOURNAL



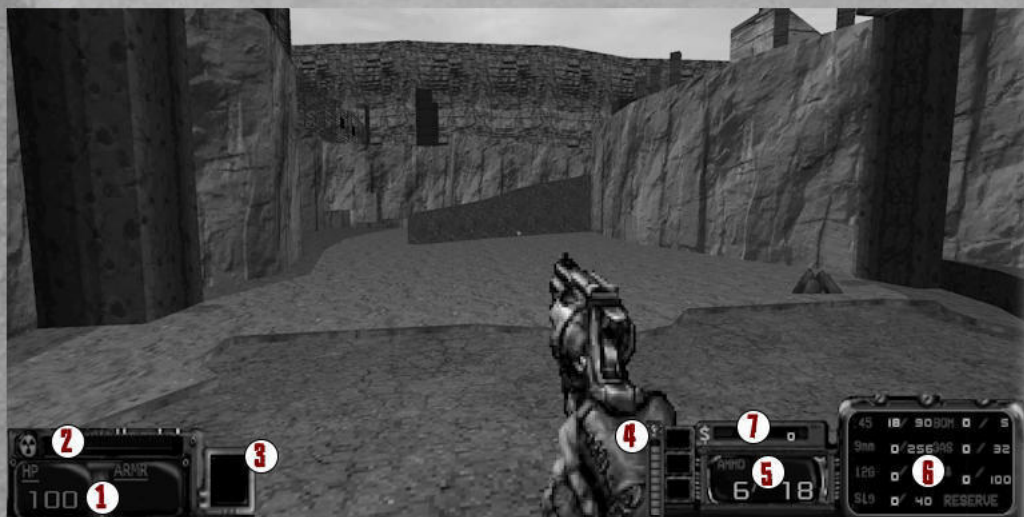
While playing Ashes Afterglow or its expansion Hard Reset, there is a journal that is useful for keeping track of tasks that have been given to you. It is accessible by pressing J on the keyboard by default.

TIP - If the text on your journal is misaligned, or any part of the interface is too large, look in the Config menu for scaling options. The two sliders there can help you set the Hud and journal to best suit your current monitor settings.





IN GAME DISPLAY



Ashes 2063 has many similar features to those found in many other games, but it is worth being familiar with the interface. Pay attention to messages which may also appear in the top left of the screen. These can sometimes be subtitles for any spoken dialog as well as hints on how to progress.

1. **Health and armor:** The amount of damage you can withstand or absorb. The normal maximum is 100, but some items such as food or stims can raise this as far as 200. Picking up armor scraps or even full suits will increase your armor, which gives a flat resistance to most physical damage at the cost to itself.
2. **Radiation meter:** Radiation is a common threat in the wasteland. Your geiger counter will begin clicking whenever you are in a hazardous area, causing the bar to gradually fill in. Stay in the green and you can shrug it off. Passing into yellow will start to cause your health to drop until you leave the hotspot and your rads decrease. Letting the bar reach red is usually lethal. Keep a first aid kit or a stim spare for these emergencies.
3. **Items slot:** Your currently selected usable item, such as a first aid kit or stim, will appear here. Many items can be collected in multiples, in which case a number will appear in the bottom right to show your current total. You can use the NEXT ITEM and PREVIOUS ITEM keys (default [and]) to cycle through your currently held items.

4. Battery charge: When using a solar lantern the amount of charge left in the battery will be shown here as a slowly lowering bright bar. If playing Hard Reset this will be replaced by the flashlight, and there will also be an indicator of how many spare batteries you have remaining.

Tip - keep an eye on this one, and remember that your lantern can be recharged in direct sunlight. The flashlight might last a little longer, but don't waste time in the dark if you forgot to buy spare batteries in town.

5. Magazine ammo: The left hand number shows how much ammunition is currently held in your selected weapon. The right hand number is the current reserve of spare ammunition. This number can vary heavily depending on which weapon you are using and what your current maximum reserve is. Note that some weapons do not require ammunition.
6. Reserve ammo: This display shows the currently held and current maximum of all available ammunition types. This can vary between which episode you are currently playing, but all follow the same format as the Magazine Ammo display. This display acts as a useful reminder of how much ammo you can carry while trading.
7. "Dollars" Display: Here your current remaining funds are shown, valued in dollars. Note that as a scavenger, your main currency is "junk" rather than actual money, the latter of which often has little value in the wasteland. Any junk or similar valuable items that are only useful for trading or upgrading equipment will automatically be converted into its dollar value.

Tip - Pretty much anything can be worth a little money to the right people. If something is worth collecting, it will seem to "flash" to your trained scavenger eyes. Be especially on the lookout for unique collectables. They are very, very rare, but each one is worth a whole pocket of bullets in town.





MOVEMENT

In Ashes 2063 you have a great deal of freedom when it comes to movement. Sprint forward, guns blazing. Stay low and creep forward through rubble and between rusted cars. Jump through windows, dodge bullets and duck and weave toward your enemy to deal a killing strike.

TOGGLE RUN

By default, you will move at a fast walking pace by pressing any of the directional movement buttons. Holding the RUN button however will push you forward at a full sprint, much quicker than most of your opponents can manage. However, pressing the TOGGLE RUN button (or activating it as a constant in the player menu) will reverse this, keeping you at full speed with the option of creeping forward slowly when navigating narrow ledges. It is up to you which method of movement you prefer.

Note that some wide gaps will require you to be at full speed to cross them, however, particularly trick jumps are rarely required in order to progress.

SWIMMING

Swimming is controlled in a very similar way to regular movement. Holding the JUMP button will push you toward the surface, while holding CROUCH will cause you to sink faster. For regular navigation, simply aim in the direction you wish to swim and hold the FORWARD button.

LADDERS

Sometimes jumping won't be enough to reach higher vantage points. To climb a ladder, move towards it and hold the FORWARD button. You will automatically ascend upwards.

TIP:

Falling from great heights is lethal, so watch your step! Fortunately, if progression requires you to be on a lower level there is always a safe way to descend nearby.





VEHICLES

Even though you are the fastest thing on two feet in the wasteland, sometimes you might get the chance to get a speed boost by mounting an even faster form of transport - either the wheeled or four legged variety.

To mount a vehicle, simply approach it and press the USE/OPEN button. Control at this point is similar to regular movement, with the exception that JUMP now allows you to exit your mount and continue on foot.

Some vehicles are fast enough that they can clear wide gaps by simply driving toward them and ascending a ramp to get some extra lift. Others may have alternative means of getting higher.

Note that you cannot use any of your weapons while piloting a vehicle. In a few rare cases, you may be lucky enough to find a vehicle with built-in weaponry to compensate. This will usually be controlled by the FIRE button, and remaining ammunition (if applicable) will be shown on the ammunition display as normal.

Tip: If all else fails, you can always try running over an opponent. There are few living things that can withstand a motorcycle hitting them full force in the gut!





WEAPONS

The further you progress through each episode, the more lethal the weapons you'll be able to find. Select a weapon by pressing the relevant WEAPON buttons (default number keys 1 - 0) or by using the NEXT WEAPON and PREVIOUS WEAPON buttons.

Don't forget that many weapons require ammunition, so make sure you bind the RELOAD button to a key or button that is easily accessible. Weapons will continue to fire until their magazine is empty, at which point pressing the FIRE button will cause them to automatically reload if you have reserve ammo remaining.

Sometimes more than one weapon shares the same weapon number. In this case, simply press the relevant WEAPON button again to cycle between them.

The crosshair (active by default) always aims at the approximate point that the weapon will hit when fired. Note that some weapons such as pipebombs will fly forward in an arc, and you may need to adjust your aim accordingly. Fortunately, there is no accuracy penalty when moving at any speed, so feel free to run and gun to remain a hard target.

On the following pages you will find a summary of some of the weapons you may find while exploring the wasteland. Note that some weapons can only be found in specific episodes, and that this is not an exhaustive list - a few exceptionally rare weapons can be found in secret stashes that are not listed here...

CROW-BAR (slot 1)

A hefty length of metal, designed before the collapse for hitting people. A versatile weapon, it can also be used for breaking through obstacles and generally destroying things. An iconic badge of the scavenger's profession.

Primary fire is a series of quick, horizontal strikes.

Secondary fire is a slower but more powerful vertical strike, perfect for sneak attacks.

BOOT-KNIFE (quick-melee)

There's nothing more disappointing than pulling the trigger and hearing only a click. It's even less fun when there is a slaving mutant up in your grid. Press the BOOTKNIFE key when using any weapon to quickly teach someone the benefits of personal space. You can even quickly draw your knife if you get caught reloading.

**JACKHAMMER (slot 1)**

An old, gasoline-powered construction tool. Not exactly practical or sensible in a world with dwindling fuel supplies. Also loud as hell.

Still, it is pretty fun though.

Primary fire gives a rapid pounding.

Secondary fire charges up a more powerful 'hammer blow'.

Both rapidly use up the limited fuel tank.

**.45 REVOLVER (slot 2)**

Your trusty sidearm. Accurate and with a decent amount of stopping power, with a design that has endured for over 200 years. It won't let you down... unless you forget to reload it. Has a cylinder of up to six shots of .45 caliber ammunition.

Primary fire is a single shot. Can be rapidly fired with multiple clicks.

This weapon does not have a secondary fire.

**9MM AUTOLOADER (slot 2)**

Faster than your revolver, with more rounds in the magazine. It's not quite as precise or powerful, but it and the ammunition it uses seems to be everywhere. A good backup for a bad situation. Has a magazine capacity of fifteen 9mm rounds, although reloading with a partial magazine allows a maximum of sixteen to be achieved.

Primary fire shoots one round. More if held down. Simple.

Secondary fire unlocked through weapon upgrades.

**PUMP-ACTION SHOTGUN (slot 3)**

Humans and mutants alike all respect the power of a shotgun. With most fights taking place within dusty ruins or dark tunnels, most fighters prefer simple, short barreled designs. Has an internal magazine that can hold up to five 12-gauge shells, with an additional round in the chamber. Primary fire triggers a single shot with a tight spread up to medium distances.

Secondary fire unleashes a quick melee attack, although not quite as fast as your knife.

**SAWED-OFF SHOTGUN (slot 3)**

What's better than one barrel? This double-headed hand-cannon is perfect for the closest of close quarters. The wider spread is also great for fast moving or smaller targets. Holds two 12-gauge shells.

Primary fire shoots one barrel at a time.

Secondary fire shoots off both barrels at once, hitting harder but with a hell of a kick.



9MM MACHINE-PISTOL (slot 4)

Considered excessive even before the war. Amaze your friends as your enemies and ammunition disappears before their very eyes! Uses the same 9mm ammunition as your autoloader, but with a maximum capacity of thirty-two rounds.

Primary fire rapidly fires bullets with considerable recoil and violence. Secondary fire overcomes gravity for extra carnage, but makes the weapon even more difficult to control.

MASTER-BLASTER (slot 5)

What's worse than a mutant with a lead pipe? One with a jury-rigged napalm launcher. Who keeps making this stuff for them??? Thankfully, you can sometimes find one in your size. Holds a maximum of six shots in the fuel tank.

Primary fire launches an explosive glob of fuel that causes severe full-body incineration.

Secondary fire is a flamethrower.

PIPE BOMBS (slot 6)

Home-made explosive devices that pack a serious punch.

Primary fire throws a pipe bomb on short, slightly erratic fuse. Hold down primary to throw further - just remember to let go at some point.

Secondary fire places them as trip-wire activated traps. Don't worry - most of your enemies are dumb enough that they won't notice them. Just be careful you don't run into one that someone else has placed.

*Pro-tip: If you place a pipe-trap, or find one in the wild,
press USE on it to disarm it and pick it up!
Just don't, like, get too close.*

JUNKER MUSKET (slot 7)

For the biggest of Big Game. Wasteland gunsmiths often ponder on how best to bring down the worst horrors of the apocalypse. One way is to fire hand-loaded, solid slugs from a long distance. Has a maximum capacity of a single round.

Primary fire is a single, accurate shot that can down a mutant.

Secondary fire zooms in with the telescopic sight.

**WORK BENCH** *(Afterglow only)*

Not a weapon as such, but the path to a better one. You've learned a thing or two by watching a legendary gunsmith at work. You can now spend scrap at any marked bench space to improve your weapons in a variety of exciting ways. How? You'll just have to see what you can come up with. Just make sure you can afford it... only the finest junk will do...

Tip: Find the right pieces, and you might even get the chance to make your own unstoppable death-machine!

BATTLE RIFLE (slot 7) *(Dead Man Walking Only)*

A real blast from the past. This thing was old even before the collapse, but it has stood the test of time through pure ruggedness. Three things ruin its otherwise flawless performance - it's semi-automatic only, kicks like a mule, and the .308 caliber rounds it uses can be exceedingly hard to find. Still, find one of these babies and she'll not let you down no matter what. Has a maximum capacity of 20 rounds, with an additional round in the chamber if reloaded while partially full. Primary fire is a repeating series of accurate shots. Secondary fire engages the short-range scope.

MILITARY RIFLE (slot 7) *(Afterglow only)*

Now we're talking! Military issued weapons may be rare these days, but they offer more firepower, precision and efficiency than any civilian or jury-rigged option. Weapons like these are hard to find and even harder to keep working, and are often seen as symbols of prestige and power among the baddest of the wasteland's warlords. Primary fire is a burst of three rounds rapid, while tapping primary allows single shots. Secondary fire is... non-existent. At least at first. Maybe you can do something about that...

TWIN .30 CAL MACHINE GUNS *(Afterglow only)*

Fast firing, belt fed, hit like trucks. Can lay down a curtain of deadly accurate fire. The problem is, they weigh a hefty 34lb unloaded... each! So what the hell are you supposed to do with two of them?



SPECIAL ITEMS



SOLAR LANTERN (LANTERN button)

Now these things are really useful. They light up the surrounding area with a blueish glow, and even recharges itself in sunlight! Pressing the LANTERN button with the crowbar or any pistol weapon equipped brings up your lantern. Keep an eye on the remaining battery charge. In Ashes 2063, you'll need to find one of these before you can use it. In Ashes Afterglow, you'll start with one already in your possession, although it is starting to show its age a little...

HEALTH ITEMS



Includes painkillers, first aid kits and food and drink. Painkillers restore your health by 15%, up to your normal maximum of 100. Food and drink items restore your health by 2%, which can temporarily boost your maximum health up to 200%. Most towns and settlements also sell hot meals or fresh water for an even larger benefit. You'll also come across first aid kits that are stored in your inventory and can be used when most needed - you can hold up to ten of these, each restoring 25% health on use.

ARMOR



Armor comes in two sizes and absorbs a fixed percentage of incoming damage as long as you still have armor points remaining. Leather or sports padding sets your armor to 100%, while dedicated metal armor suits set your armor to a full 200%. You can also reinforce or repair your armor with armor pieces, each adding 2% protection up to the maximum of 200%.

Tip - armor doesn't protect against everything! Radiation damage passes right through, and all the armor in the world won't protect you from a nasty fall or forgetting to come up for air.

STIMS



These are game changers. Super rare pre-war medicine that all have a variety of powerful effects - some can regenerate your health, some boost your reactions and dexterity, while others can even purge your body of radiation for a short time! Only a few can be carried at once, but are stored in your inventory until needed.

~~Warning: Side effects can include dizziness, insomnia, vomiting, loss of appetite, psychosis, paranoia, heart palpitations or a rapidly decreased life span.~~

OTHER ITEMS



Backpacks can increase the maximum amount of ammunition you can carry at once, while ammo bags give you a small amount of every ammo type. Some items have no immediate use, such as keys or valuable scrap items, but can be later used to progress or sold for extra equipment. Any such items will either appear on your inventory or will be added to your journal.



THE ENVIRONMENT

While the world of Ashes is almost completely unrecognisable, there are plenty of things from the back-when that still offer some of the function they used to have.

INTERACTABLES

If a piece of machinery or a door is still operable, you can approach it and press **USE/OPEN** to interact with it. Some places still have working emergency generators, so in rare cases you can even get old computer terminals, construction equipment or conveyor belts working with a little tinkering.

Elevators frequently do not function, but you can still use maintenance ladders to ascend or descend them.

Sometimes your route will be blocked. Your crowbar is another method for entry in these circumstances. Vent covers can be broken to offer new means of entry into old ruins. This also sometimes goes for loose wooden boards. Don't forget to check garbage cans, cardboard boxes and trash receptacles for any spare supplies too.



HAZARDS

Some objects in the environment can be dangerous in the wrong circumstances. Be aware of old gas cylinders or fire extinguishers - they often retain enough pressure to maim or even kill if damaged during a fight.

Toxic waste pools, poison gas, radiation storms, burning fuel and other environmental effects should also be avoided if at all possible.

Tip - Most of the above applies to your enemies as well - before engaging in combat, scan the environment for anything nasty can be turned to your advantage.





INHABITANTS AND ENEMIES

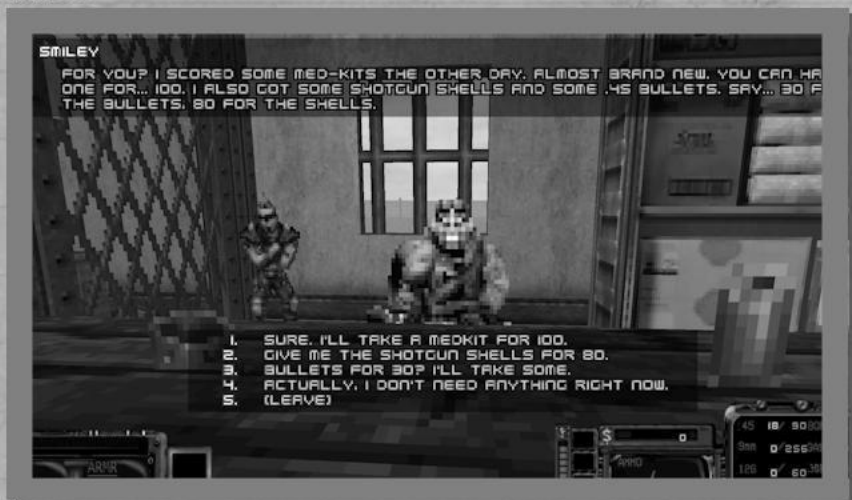
FRIENDLY CHARACTERS

Despite the huge loss of life during the events of the collapse, there is still a surprisingly abundant amount of life in the wasteland. Unfortunately, it can often feel like the vast majority of it either wants to eat you or rob you.

Or rob you and THEN eat you.

Still, while very few encounters could ever be considered "friendly", you will still meet plenty of non-hostile characters who may be willing to talk or trade during your adventure.

DIALOG



To speak to a neutral character, simply approach them and press the USE/OPEN button to initiate dialog. The top of the dialog menu will state their name (if known) and what they have to say. At the bottom of the screen will be displayed a series of relevant replies you can choose from. Press the relevant number key to select an option to either ask questions, trade for goods or services, or to otherwise tell them exactly what you think of their attitude and ridiculous prices. The final option always exits the dialog, but make sure you have all the info you need before leaving a conversation - some conversation options can anger or even upset people.

TIP - Be careful who you shoot - take a moment to figure out if they really mean you harm - THEN the can shoot them!





HOSTILE CHARACTERS

Sadly, not everyone in the wasteland is going to be willing to trade or answer questions about where they keep their valuables. The following is a guide on some the hostile characters and creatures you will at some point have to fight. As before, keep an eye out for anything not on this list. The wasteland is vast and what can be common in one area may be rare or unique in others.

VULTURES



Raiders, bandits, gangers. You know them, you hate them. The fraction of humanity who, when faced with a crisis, revert to theft and murder to get what they want. The best thing about fighting other humans is that a gunshot is usually enough to put them down fairly quickly. The worst thing about fighting other humans is that they are more than capable of doing the same to you. They usually pack a mix of pistols or shotguns, although a few tougher raiders may have anything from machine-pistols to assault rifles. Humans will often run away if a fight looks like it is going badly.



RIPPERS (DEAD MAN WALKING only)

Cults are always a fun bunch - death cults even more so. Similar in equipment and behavior to regular punks, although they tend to be a little more fanatical and driven - it's when they start getting ideas about starting their own states that things get messy. There are stories about one bunch that used to be into some real nasty stuff. Thankfully, one day they all just disappeared. Let's hope that's the last we'll ever hear of these wackos...



MUTANTS

Whatever effects the war had on the world, it is most noticeable in what it has done to humanity. Cannibals are ruddy skinned monsters with a taste for fresh meat. Much tougher than a human, they can range in size from slightly taller than a man to huge specimens more than three times that height. They use whatever they can find as a weapon, and almost never run from a fight.

Finally, another race of humanoid mutants, known as Trash Hags, can sometimes be found among the junk piles of the old world. Unrelated to the cannibals, they are sadistic and vicious, fond of both making traps and hoarding anything that shines. Thankfully, these subterranean horrors rarely venture above-ground.





BEASTS

It was not only humanity which was corrupted by the energies unleashed during the war. Pit-Fiends, also known as "Bug Dogs", are all that remain of domesticated dogs. They move fast, gob chunks of corrosive slime, and can give a really nasty bite.

Both humans and mutants often use them as sentries or weapons of war, but they have an erratic temperament, and will turn on their former masters at the slightest provocation.

Gas Bags are especially weird. These floating sacks of flesh and air are often content to just hover about aimlessly. That is, of course, until they smell organic matter. When their primitive senses detect potential prey, they charge! Victims are violently coated in a cloud of spores and broken down by powerful acids, becoming host to a new generation of gasbags.

OTHER

Some things you might discover out in the wastes defy explanation. Ghostly whispers over the radio, echoing voices, living shadows. Haunts are one such phenomenon. Most people don't believe in ghosts, but then most people haven't had said ghost try to boil their brains inside their skulls. It's not entirely clear what these things even are. Are they a new kind of mutant, an actual ghost, or something worse?

Be especially careful when trudging around in the decaying forests north of the city, you might come across a Matango. Described as a cross between a carnivorous plant and... something else, rumors suggest they are new to the region. They seem to have either been recently introduced, or somehow escaped from whatever lair they evolved within. Neither prospect is an encouraging one.

As you leave the borders of The City and head into the badlands, be prepared to face even stranger and more deadly creatures. Tales abound of horrors unknown in the coastal regions. One such tale might merely be a rumor, but seems to pop up with alarming frequency all over the region. Mothers can often be heard warning their children to be good, for "Laughing Tom" will get them if they don't. Perhaps this is merely a folk tale... except that some older scavengers become extremely quiet and uncomfortable at the mere mention of this name.

Whether this creature actually exists is a mystery, and descriptions of its appearance and abilities vary wildly. Perhaps it is just a story, after all...

Tip - In case it wasn't obvious, some of these things hate each other as much as they have hate you. Use that to your advantage.

U
FIELD MANUAL



OPERATIONS

GUIDE

██████████ EMERGENCY
SYSTEM

HARD
RESET



HEADQUARTERS, DEPARTMENT OF THE ARMY

1987

TOP SECRET COVER SHEET

HARD RESET

AN EXPANSION FOR ASHES: AFTERGLOW

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1. INSTALLATION

FOLLOW THE INSTRUCTIONS AS PER ASHES: 2063/HARD RESET
REGARDING BATCH FILE START AND/OR .PK3 STANDALONE.

ASHES: HARD RESET IS A STANDALONE EXPANSION AND DOES
NOT REQUIRE COPIES OF THE ORIGINAL AFTERGLOW EPISODE
TO PLAY.

2. THE STORY SO FAR

SOMETIME IN THE YEAR 2060...

IN ASHES: HARD RESET, YOU PLAY THE ROLE OF WALKER, A
VETERAN SCAVENGER WHO HAS CURRENTLY MADE HIS HOME
IN THE SETTLEMENT OF JUNCTION, SEVERAL MILES NORTH
OF THE CITY.

FOLLOWING A LEAD ON A SUPPLY OF USEFUL CHEMICALS
LYING ABANDONED IN THE RUINS OF A NEARBY SCHOOL,
WALKER WILL SOON FIND HIS SKILLS BEING PUT TO THE
ULTIMATE TEST, GUIDING A TEAM OF HEAVILY ARMED AND
MYSTERIOUS SOLDIERS INTO THE RUINS OF THE GREAT
METROPOLIS KNOWN AS "THE CITY".

AS EVENTS SPIRAL OUT OF CONTROL, WALKER FINDS THAT
A LONG FORGOTTEN FOE HAS FINALLY CAUGHT UP WITH HIM,
AND THAT NOT ALL INJURIES ARE OF THE FLESH...

3. GAME STRUCTURE

ASHES: HARD RESET IS DIVIDED INTO 13 NEW MAPS, FEATURING
NEW ENEMIES, NEW WEAPONS AND A NEW CHARACTER. MAPS
PROGRESS IN A LINEAR FASHION IN THIS EPISODE, SO
REMEMBER THAT ONCE YOU HAVE LEFT AN AREA, YOU CANNOT
RETURN.

4. NEW WEAPONS

ASHES: HARD RESET has an almost entirely new arsenal of weapons to discover. As well as his trusty Crow-Bar and Pipe Bombs (which function identically to the previous versions) he can collect and use up to 6 deadly new weapons.

Weapons in this expansion no longer share a WEAPON BUTTON, so switching to the tool you need is now much easier.

The following is just a sample, giving a taste of what can be found in the wastes of 2060:

POLICE 9mm (slot 2)



Walker's sidearm of choice is an older model, but no less effective for it. With a barrel threaded to accept a suppressor and better accuracy and handling, it acts as an excellent backup. It holds a maximum of 11 rounds of 9mm ammunition.

Primary fire fires a single shot.

Secondary fire switches between common Ball ammunition and extra powerful Hollow-Points.

LEVER ACTION SHOTGUN (slot 3)

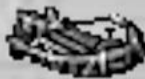


Walker's shotgun is a real antique, rechambered from the original 10-gauge ammunition to the more common 12-gauge shells available across the wasteland. With a modified lever loop and a maximum capacity of 7 shells, it can even be used and fired one-handed.

Primary fire shoots a single 12-gauge shell.

Secondary fire unlocked through upgrades.

BOLTCASTER (slot 7)



One day, when all the spare parts run out, all weapons could look like this. This crossbow lacks the capacity and firepower of a true firearm, but is perfect for silently taking sentries from afar.

Primary fire launches a single bolt.

Secondary fire switches between human made bolts and mutant explosive bolts.



4-1. NEW ENEMIES

THREE YEARS BEFORE THE EVENTS OF 2063, The City was still a very different place. Walker was aware of different routes into the center, but each held many different dangers. Below is a summary of some of the inhabitants that you may have been lucky enough not to encounter on previous visits...



4.1.1 - BLACK WATER BANDITS

The Black Water bandits are a raider clan that control an improvised cordon on the western edge of Downtown. Although they make travel difficult, few have made any efforts to depose them. They seem to have gained access to a powerful new stim of some kind - it is even rumored that their leader is immortal, and cannot be killed by mere bullets.



4.1.2 - EMPTIES

In some places, the spirits of the old world rest easy, their ruins and scattered artifacts all that remain. In others, it is said that ghosts do not stay dead.

Appearing as reanimated corpses, Empties are a very rare phenomenon and it is unclear if they really are the walking dead or another mutant of some kind. They are mostly found in dark areas.



4.1.3 - CANNIBAL GLADIATORS

Larger breeds of mutant that lack in brainpower but excel in pure strength, Gladiators are living battering rams - crashing through defences and throwing grown men around like dolls. They are most often seen near the Downtown area.



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"WENDIGO" (4.1.4A)

Described as a humanoid creature standing roughly 7 to 8 feet tall, covered in matted dark fur and with an emaciated appearance. Stories originated in the subway settlements near Westside, with many locals avoiding the area, with a common theme of survivors mistaking the creatures for a statue at first, before being attacked and pursued for several miles before evading the creature.

"POSSESSOR WORMS" (4.1.4B)

A creature said to inhabit the Downtown area near Michonne Circle Station, although all encounters have originated from the mall exclusively. Said to be a predatory creature that can utilize nearby objects as weapons or camouflage when hunting prey. It is unknown if this is a genuine animal or some form of anomaly - descriptions of the creature vary wildly.

(4.1.5) W/way/88



5. NEW ITEMS



FLASHLIGHT

Boasting a longer range than the Scav's lantern, Walker's flashlight is hampered by its need for batteries. Pressing the FLASHLIGHT button when the flashlight is almost empty will load a new one, refilling the battery meter immediately. Still, it is hefty enough that using the PUNCH button will swing the flashlight instead of wasting time putting it away.



BATTERIES

If it isn't immediately obvious, these act as a recharge for your flashlight. Traders usually have a large supply of these available, so getting more isn't usually a problem.



QUEST ITEMS

Important items which have no other beneficial use to you now appear as a tab in the Journal. Rejoice that you are no longer filling up your inventory bar with gasoline cans and suitcases!

6. NEW PLAYABLE CHARACTER



WALKER

A veteran scavenger with a tragic past, Walker has delved through countless ruins and came back both more and less than he was before.

Compared to the Scav, he can soak up a little more damage while being just as agile and skilled in combat. However, he lacks the same amount of technical knowledge, restricting his use of workbenches to only simple upgrades. If he wants the best weapon components, he has to find them or trade for them.

He also suffers from occassional visions. This could be seen as both a blessing AND a curse...

7. RESET PROTOCOL

NAME _____

DEPT. _____

DATE _____

As requested by C [REDACTED], the A [REDACTED] system has an in-built [REDACTED] in the event that the system has been provided with [REDACTED] powers supporting a process that can never be realistically accomplished, presenting a runaway scenario.

Final notes-

- * *Your flashlight will start to flicker when it's about to die. That's your cue to swap batteries.*
- * *The flashlight is a lot brighter than a solar lantern. Be careful you don't alert enemies with the beam.*
- * *If you are trying to sneak around, stay away from piles of broken glass. People WILL hear you.*
- * *Remember, this is a one-way trip. Make sure you have done everything before moving to the next area.*
- * *Do NOT follow her. No matter how much she calls you. You know it's just another trap.*

to the A [REDACTED] of its system. As such, it is incapable of independent thought, requiring a human operator at all times to oversee decisions. However, personnel working with A [REDACTED] should at all times be familiar with the above shutdown procedures.

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CREDITS

LEAD DESIGNER, LEAD ARTIST

Vostyok

CO-MAPPER, DEAD MAN WALKING LEAD

Reformed Joe

SOUNDTRACK

John S. Weekley/Primeval

ADDITIONAL ART, HARD RESET LEAD

NolFelix.34/ RM34

SCRIPTWRITER/ ADDITIONAL STORY

The Dutch Ghost

ADDITIONAL GAMEPLAY DIRECTION

Rio Wolfseye

VOICE ACTORS

*DiDi Valentine (Cannibals, Jimmy, Bandits) SirAz (Vance, The General)**Pug-alo (Jack Miller) Rio Wolfseye (ATHENA) Kasamir (Walker)**Sunniboi (The Scav) BlueVaporConcord (Porcelain) Dheztiny (Varni)**TheAbsoluteLad (Garavito, The BlackWater Boss) Kaladin (Jarrad)**Gareth Morgan (Robert Weller) Deii (Gasbag noises, Empties)**NolFelix.34/RM34 (The Hammer, Murphy) Memich (Choka Tom)**The Dutch Ghost (The Eyes In The Dark, Sigma announcer)**GupGupExtreme (The Goons Boss) Spart_n (Wheeler) Jessy Ruiz (radio guard)**LektricFergus (Violet) CallMelcy (Rigs) Kiwi27 (LemonDream) ThatGuy - Ticket Guy**SamuraiCowboy (Speaker Lukas) Alptrraum (Bishop) Arcterezion (Zachary the finder)**Azbo (The Principal, Choka Boy)*

SPECIAL THANKS

*Ezepov XLightningStormL RamonDexter D2Icarus TerminusEst13**Pillowblaster Snarboo Wildweasel The Zombie Killer Shockwave_SO8**June Gloom Suave Steve VoidWeaver NMN Vader Badguy292**Special thanks to all of our amazing fans**None of this would have been worth it without you xxx*



FINAL TIPS

DIFFICULTY SETTINGS

Difficulty level is selected at the start of a new game, and adjusts several game parameters. There are five options, listed as follows:

- RELAXED** - For story over combat. Enemies are less numerous, do less damage, and are slightly less aggressive. First aid kits are used automatically if the player would have otherwise died.
- STANDARD** - A good beginner difficulty. Enemies do full damage but come only in limited numbers.
- ARCADE** - For a more difficult challenge. Enemies come in waves and are somewhat more aggressive than normal.
- SURVIVAL** - The intended experience. Both you and your enemies take extra damage, and ammo is much rarer. You will need to carefully conserve your resources to survive.
- APOCALYPSE** - Action movie mode. Enemies come in hordes and all of them want you dead. You also die much more quickly. On the upside, you'll find extra ammo all over the place.

GENERAL SURVIVAL TIPS -

- * If you are lost, look harder. You've probably missed a vital switch, vent shaft, ladder or door. There will always be a way to progress, somewhere.
- * Approach every fight cautiously so that you aren't surrounded or surprised. Your knife, crow-bar and any suppressed weapons are great for clearing out camps before the enemy even know you are there.
- * Secret stashes very rarely need you to push every wall in sight. Try looking for clues such as loose boards, dark passageways and hidden switches.
- * Don't horde your stims - use them or sell them. The only person who will benefit from the otherwise will be the guy who loots your corpse.
- * Don't let it out.



STash
Locations



Notes





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